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in: Class 1e, Pages with broken file links, Levels, and 3 more

## Level 117: "Luminous Cave"



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*You enter a deep, underground world full of  
many colors...*

**Survival Difficulty: Class 1e -  
Environmental**

- » Safe
- » Secure
- » Minimal Non-Entity Hazards

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Description

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**Level 117** is a seemingly infinite series of deep caverns lit up with colorful luminescent lighting. The light appears to be produced from the materials in the rock formations and produces a wide range of colors within the rainbow. Colors such as green, yellow, blue, and purple are the most common. This allows traveling through **Level 117** discernible without any lighting equipment.



The Cave of Level 117 with its vibrant colors.

Colors will appear in sections of their own and don't often blend or gradate together, as if each color had its own borders. Adjoining colors will often be analogous (ex: blue and purple), but can sometimes even be complementary (ex: blue and yellow).

The shape and size of the caverns vary greatly, but most cave systems are large enough for an average human to pass through. Besides the colorful material, the caverns in **Level 117** consist of Limestone and other Carbonate compounds. Formations can stretch as far as several hundred miles and often segment into multiple paths. Stalactites and Stalagmites can be seen formed with the same luminescent rock material as the caverns.

The Caverns stay at a strangely consistent 12.3°C (54.14°F) including the wall and the floor, and the smell is often described as "A hint of sea salt with cotton candy". Wanderers may notice a faint, but harmonic hum within the cave system. The source of these noises are entirely unknown, but there are speculations that it comes from the source of the colorful lighting. Periodically, mild gusts of wind flow through **Level 117**. As expected, these gusts still match the temperature of the level. Unusually, the direction of these winds is presumed to be completely random. Since there isn't a source of external pressure (an entrance or an opening to the cave), there isn't a single direction of airflow.



A rare image of Level 117 with a waterfall.

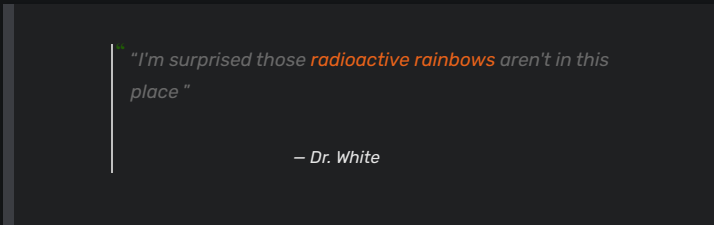
At lower depths, small to large ponds of water can be found flooding parts of the caverns of **Level 117**. Most of these ponds have been contaminated with luminous material, allowing them to glow as much as other objects in the caverns. It is advised not to drink surplus amounts of water from the ponds of **Level 117** as it can cause minor to severe sickness (likely due to the anomalous compounds or traces of Tellurium in the water). Bathing in the water, however, reportedly has no negative effects making it relatively safe to swim in.

The ponds of **Level 117** appear to give a euphoric effect whenever fully or partially

immersed in the water. Wanderers with this effect describe feeling "blissful" or "fulfilled" when bathing in the ponds of **Level 117**. Research indicates a mass amount of Dopamine and Serotonin gets produced during this effect leaving Individuals to feel ecstatic and satisfied. The pond's euphoric properties make it a solution to extreme stress or depression (A more regarded example is to prevent further progression through levels of Wretch transformation before it reaches an immutable state).

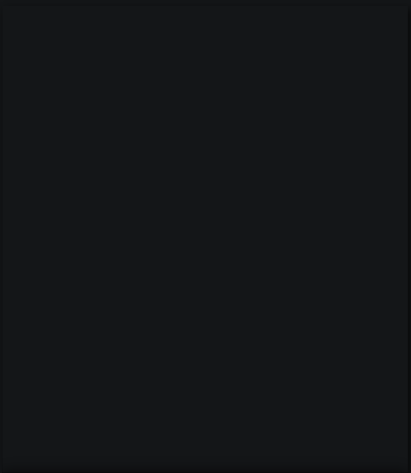
## Entities

There have been reports of Entities within the caverns of **Level 117**, but no threats or attacks from entities have ever been documented.



## Luvidium Crystals

**Object 24**, also known as **Luvidium Crystals** (A.K.A Rainbow Crystals), are naturally generated crystals that can be found in the rocks of **Level 117**. These crystals, while similar to clear quartz, emit colors within the visible light spectrum forming a rainbow-like appearance. According to a materialistic examination, the crystals are composed of carbon, tellurium, silicon, and other undetectable substances. The Luvidium compound is what gives the caverns of **Level 117** their luminescent properties.



A cut Luvidium Crystal shard with a rainbow-like surface. Photography of Luvidium Crystals is tedious due to its effects on photo lighting.

Luvidium Crystals can either be found in clusters or doubly terminated crystal formations, mostly sticking out from the walls or floors of **Level 117**. They are found in large groups within a section of cavern structure, mostly within a large, open space. Groups of Luvidium crystals are more often found at lower altitudes, but measurements of where exactly cannot be proven due to an inconsistent point of reference. It is presently unknown if Luvidium Crystals occur outside of **Level 117**. Crystals from **Level 24**, for example, are promising candidates for future investigation.

When a moderate current of visible light with at least  lumens is shined through a Luvidium Crystal, it will obtain different appearances and behavior often with characteristics impossible for normal light behavior. Attributes such as wavelength, the direction of the light's path, flow, or [REDACTED] are affected. These anomalous effects on the light can be changed by both the light's angular direction into a Luvidium Crystal and the shape of the Luvidium crystal where the light passes through. This allows the ability to select different outcomes of the light's properties; however, it is challenging to predict what will change due to its unconventional nature. As of now, outcomes appear to be random.

Outcomes are more apparent with more direct currents of light, such as from a flashlight. Using different wavelengths of light outside of the visible spectrum produces insignificant results. Because Luvidium Crystals have the ability to change wavelengths, light can be converted into powerful streams of gamma radiation. This can make Luvidium Crystals a deadly weapon. Severe casualties have been reported from experiments due to direct gamma radiation exposure.

**Notice**

Due to the high risk of injury from dangerous outcomes, any discovery of an outcome considered hazardous by any means must be reported to M.E.G. high command immediately. If at any possibility, all information about the discovery including the crystal's shape, light direction, etc. must be recorded for future warning.

» **Luvidium Crystal Experiments** ‹

**Colonies and Outposts**

**U.A.E Base Iris**

- A small **U.A.E** base stationed in **Level 117** to mine and collect Luvidium Crystals and study their anomalous properties.
- Seven scientists, Twenty Freikorps, and nine base support.
- Private Base; however, guidance will be provided to other wanderers.



**A Luvidium Crystal Near U.A.E base Iris**

**Entrances**

- No-Clipping into the rock walls of **Level 8** has a moderate chance to take you here.
- Levels with pools of water (such as **Level 37** or its sub-levels) may have a spot with glowing colors. Submerge yourself in that spot and you will be within a pool of **Level 117**.
- No-clipping into a vein of calorite within the Wooden Caverns in **Level -5** will send you here.
- Finding a door on **Level 14** labeled "CAVES" will bring you here.
- Attempting to move the crystals in **Level 941** when they start changing colors will take you here.
- Finding remnants of Luvidium Crystals in **Level 116**, sometimes left by wanderers, may lead you here.

**Exits**

- Find a large crack in the walls of **Level 117**. Go through it and you will enter **Level 132**.
- Drinking the water from the pools of **Level 117** may also possibly send you to **Level 7**.
- Within certain lakes of Level 117, you may find a crack or a hole near the bottom. This hole will appear to glow as if from sunlight. Go through the hole and you will appear in **Level 115** from its shallow water.

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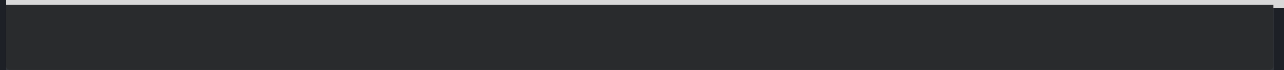
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